- A method for object oriented programming 1 1. creating a first object having a first 2 comprising: 3 identifier, said object associated with a first client; inserting a second object having a second 4 identifier, said second object associated with the first 5 6 client, said first and second identifiers being different; 7 and using said second object with said first client 8 in place of the first object without recompiling 9
- The method of claim 1 including creating a 1 first COM object having a first globally unique identifier, 2 said first COM object associated with a first container, 3 inserting a second COM object having a second globally 4 unique identifier, said second COM object associated with 5 the first container the first and second globally unique 6 identifiers being different, and using said second COM 7 8 object with the first container without recompiling.
- 3. The method of claim 2 including providing a layer class and setting said globally unique identifier in said layer class.
- 1 4. The method of claim 1 including creating a 2 layer class that interfaces with one of a plurality of 3 globally unique identifiers of objects associated with said 4 layer class.
- 5. The method of claim 1 including using said
   first object again with said first client in place of said

1

2

	3	second object without recompiling.
	54b	
•	1	6. A method for object oriented programming
	2	comprising:
	3	registering a first object with a first
	4	globally unique identifier;
	5	registering a second object with a second
	6	globally unique identifier; and
	7	selectively accessing one of said first and
	8	second objects without recompiling.
_	1	7. The method of claim 6 including creating a
	2	source code version of said objects, and programming said
	3	globally unique identifiers into a layer class.
	1	8. The method of claim 7 including getting the
	2	globally unique identifier for each object from a database
•	3	and setting each globally unique identifier in said layer
	4	class.
	ah	02
i	3410	9. A container for a software object comprising:
	2	one or more objects, said container adapted to
	3	selectively work with first and second objects having
	4/	different identifiers.
	1	10. The container of claim 9 including a layer
	2	class adapted to selectively utilize the identifier of
	3	either said first or second object.
		- 1

class includes a first function that obtains globally unique

11. The container of claim 10 wherein said layer

- identifiers from a system database and a second function that sets globally unique identifiers in the layer class.
- 1 12. A computer readable storage medium for storing 2 a program including instructions for causing a computer to: 3 create an object having a first identifier,
- 4 said object associated with a first client;
- 5 insert a second object having a second 6 identifier, said second object associated with the first
- 7 client, said first and second identifiers being different;
- 8 and
- 9 use said second object with said first client 10 in place of said first object without recompiling.
  - 1 13. The medium of claim 12 wherein said objects are 2 COM objects.
  - 14. The medium of claim 13 wherein said COM objects 2 are ActiveX controls.
  - 1 15. The medium of claim 13 wherein said identifiers 2 are globally unique identifiers.
  - 1 16. The medium of claim 15 including one or more
    2 instructions for storing a program instructions for causing
    3 a computer to create a layer class having selectively
    4 programmable globally unique identifiers for more than one
    5 object.
  - 1 17. The medium of claim 16 including instructions 2 for causing a computer to obtain globally unique identifiers 3 and setting the identifiers in the layer class.